

FIG. 1

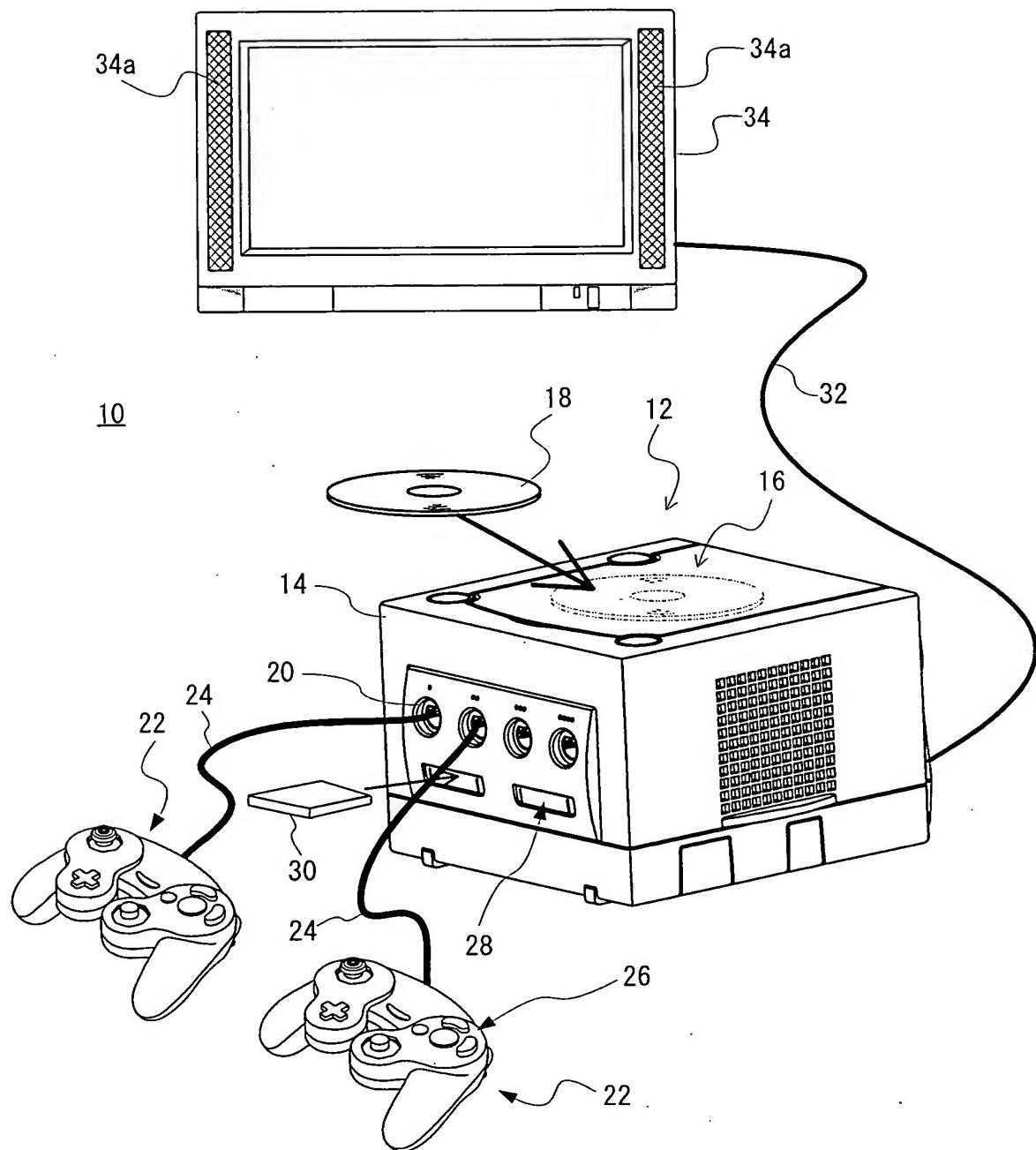


FIG. 2

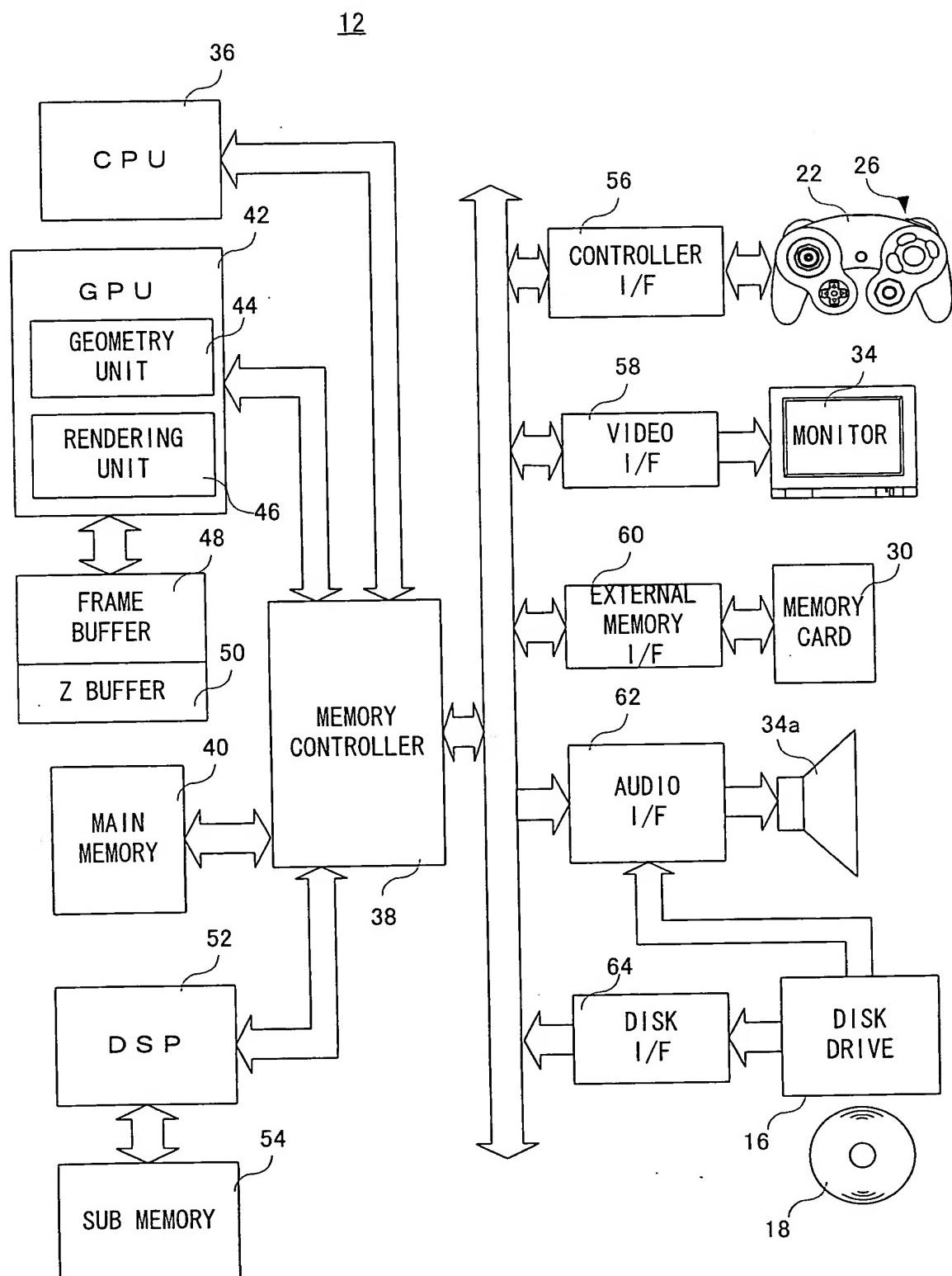


FIG. 3

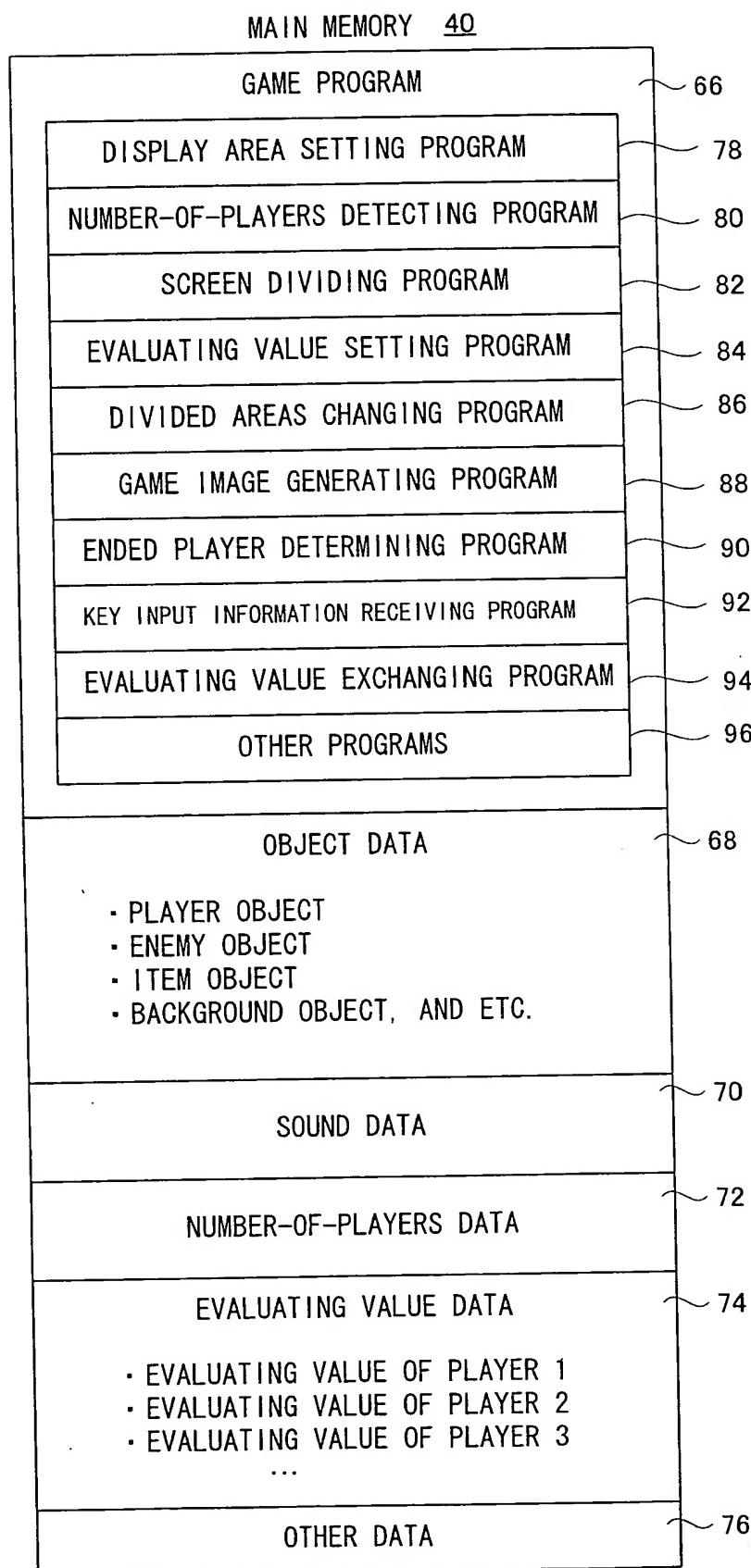
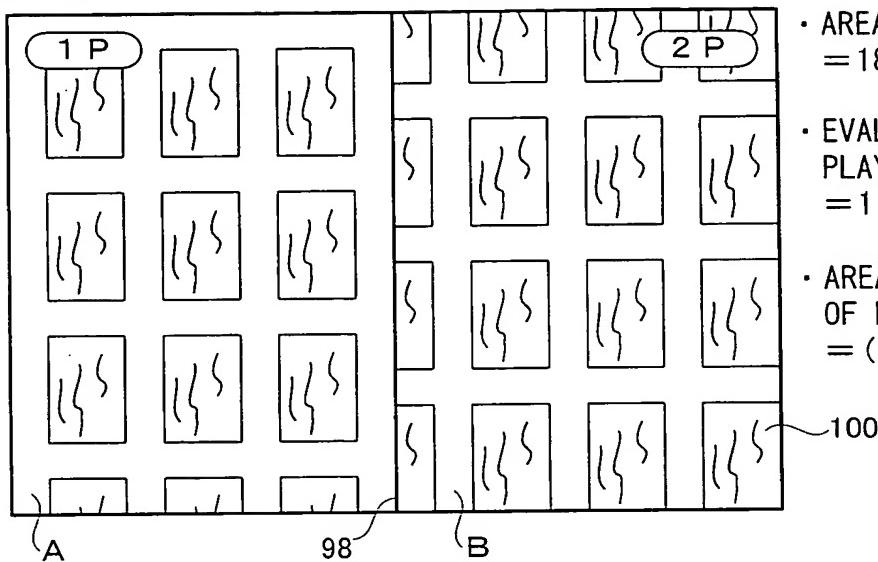


FIG. 4

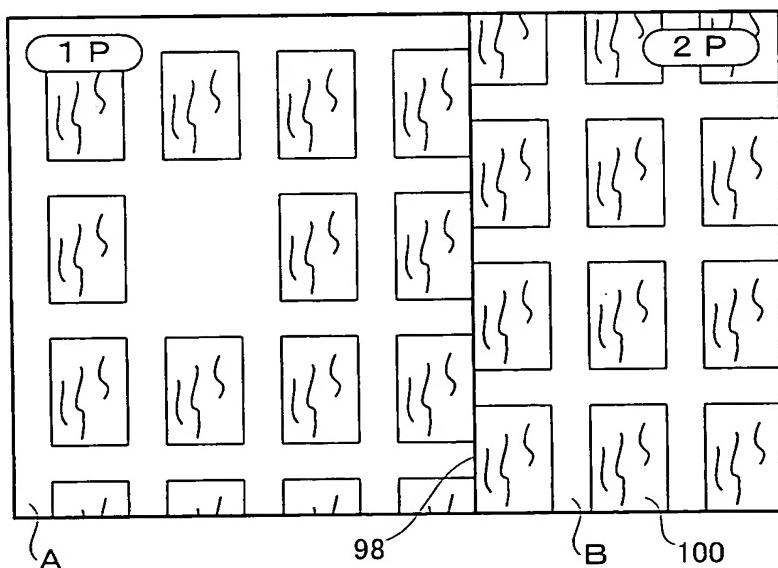
AT A TIME OF STARTING GAME (IN CASE OF 2-PERSON PLAY)



- AREA OF DISPLAY AREA = 180
- EVALUATING VALUE OF PLAYERS (1, 2) = 1
- AREA OF DIVIDED AREAS OF PLAYERS (1, 2) = $(1/2) \times 180 = 90$

FIG. 5

WHEN PLAYER 1 TAKES CARD



- AREA OF DISPLAY AREA = 180
- EVALUATING VALUE OF PLAYER 1 = 1.5
- EVALUATING VALUE OF PLAYER 2 = 1
- AREA OF DIVIDED AREA OF PLAYER 1 = $(1.5/2.5) \times 180 = 108$
- AREA OF DIVIDED AREA OF PLAYER 2 = $(1/2.5) \times 180 = 72$

FIG. 6

STATE IN WHICH PLAYER 1 FACILITATES THE GAME ADVANTAGEOUSLY

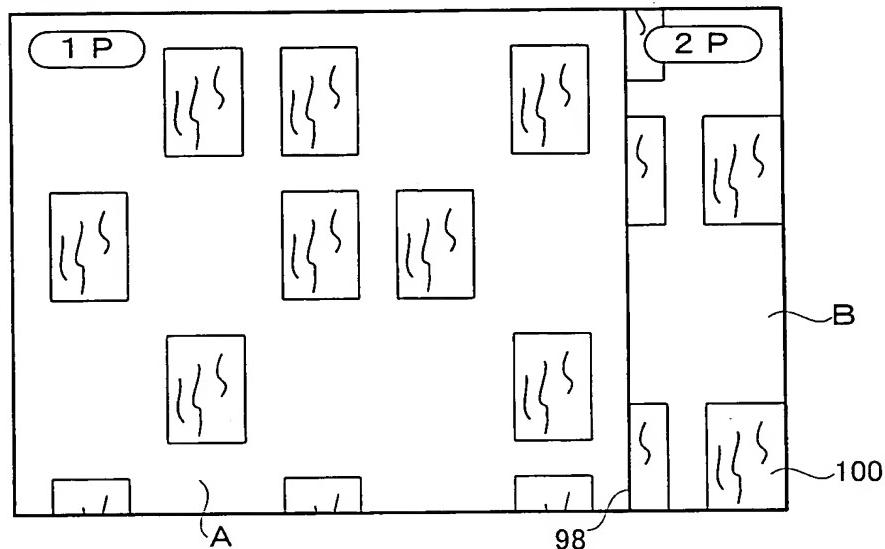


FIG. 7

AT A TIME OF STARTING GAME (IN CASE OF 4-PERSON PLAY)

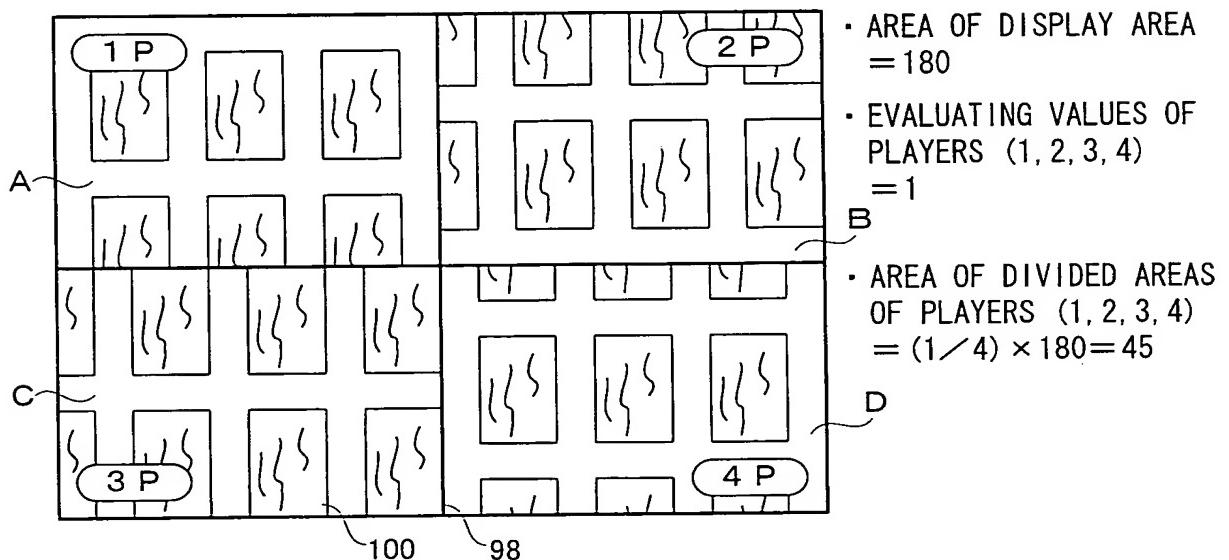
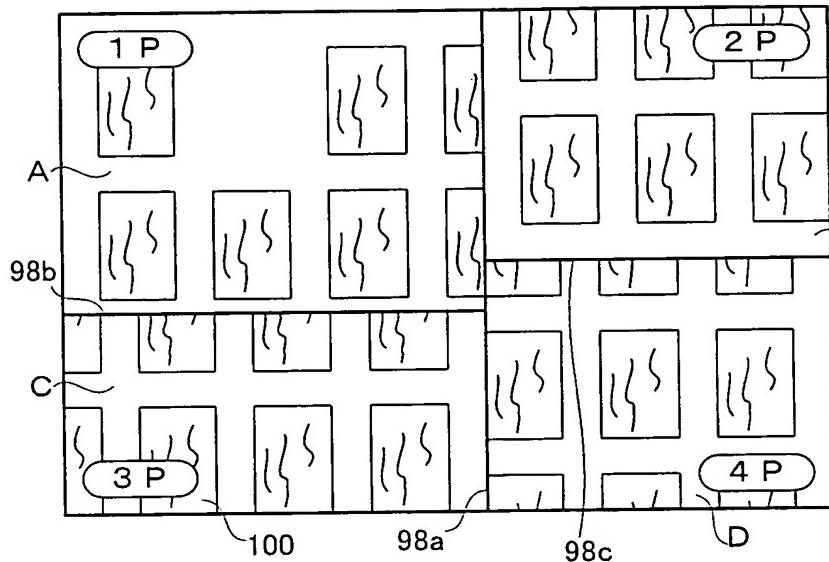


FIG. 8

WHEN PLAYER 1 TAKES CARD



- AREA OF DISPLAY AREA = 180
- EVALUATING VALUE OF PLAYER 1 = 1.5
- EVALUATING VALUES OF PLAYERS (2, 3, 4) = 1
- AREA OF DIVIDED AREA OF PLAYER 1 = $(1.5/4.5) \times 180 = 60$
- AREA OF DIVIDED AREAS OF PLAYERS (2, 3, 4) = $(1/4.5) \times 180 = 40$

FIG. 9

STATE IN WHICH PLAYER 1 FACILITATES THE GAME ADVANTAGEOUSLY

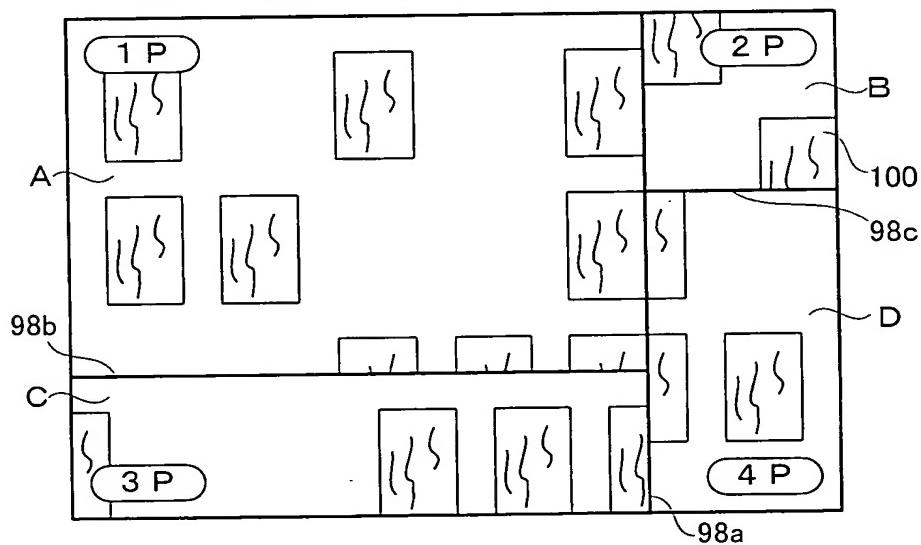


FIG. 10

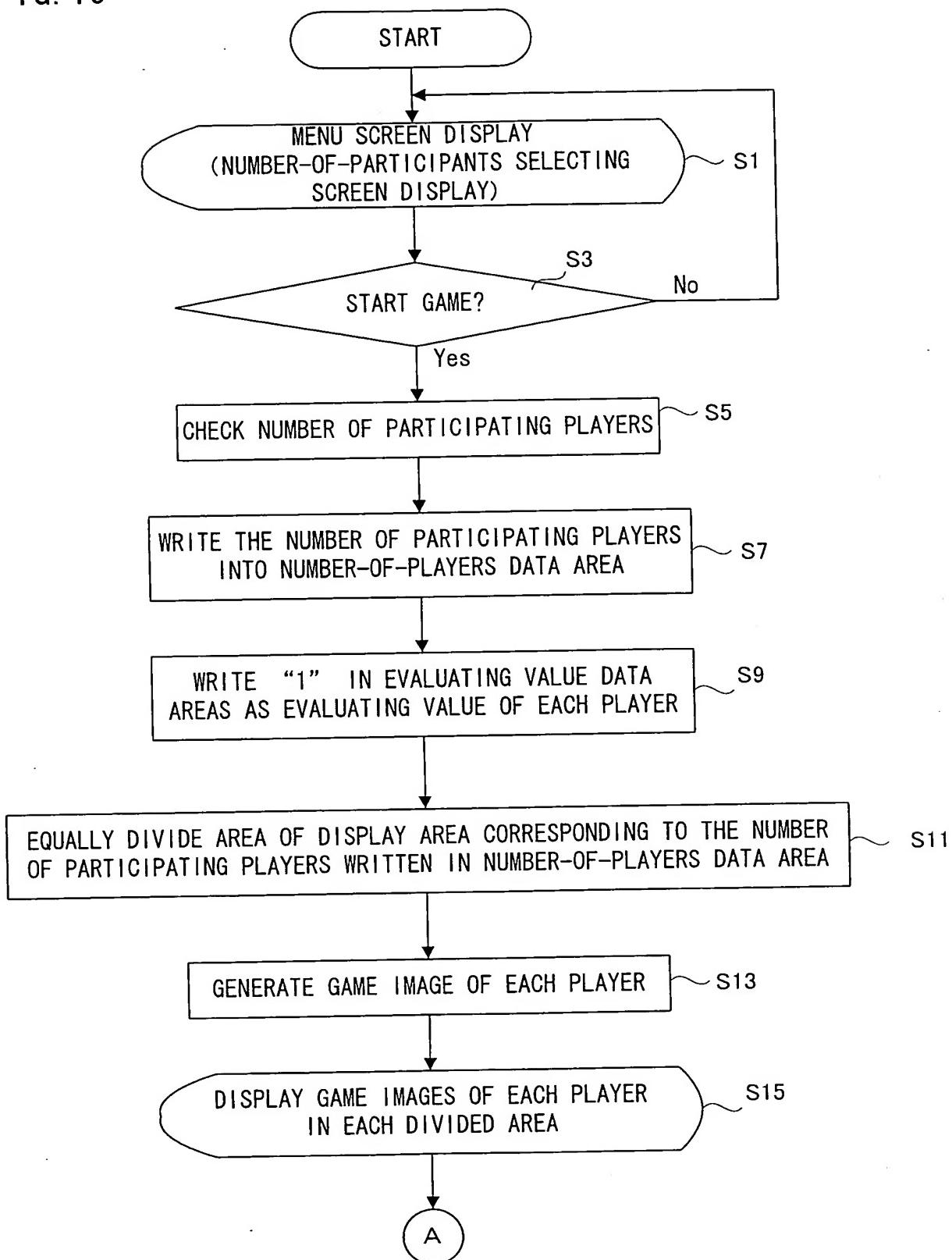


FIG. 11

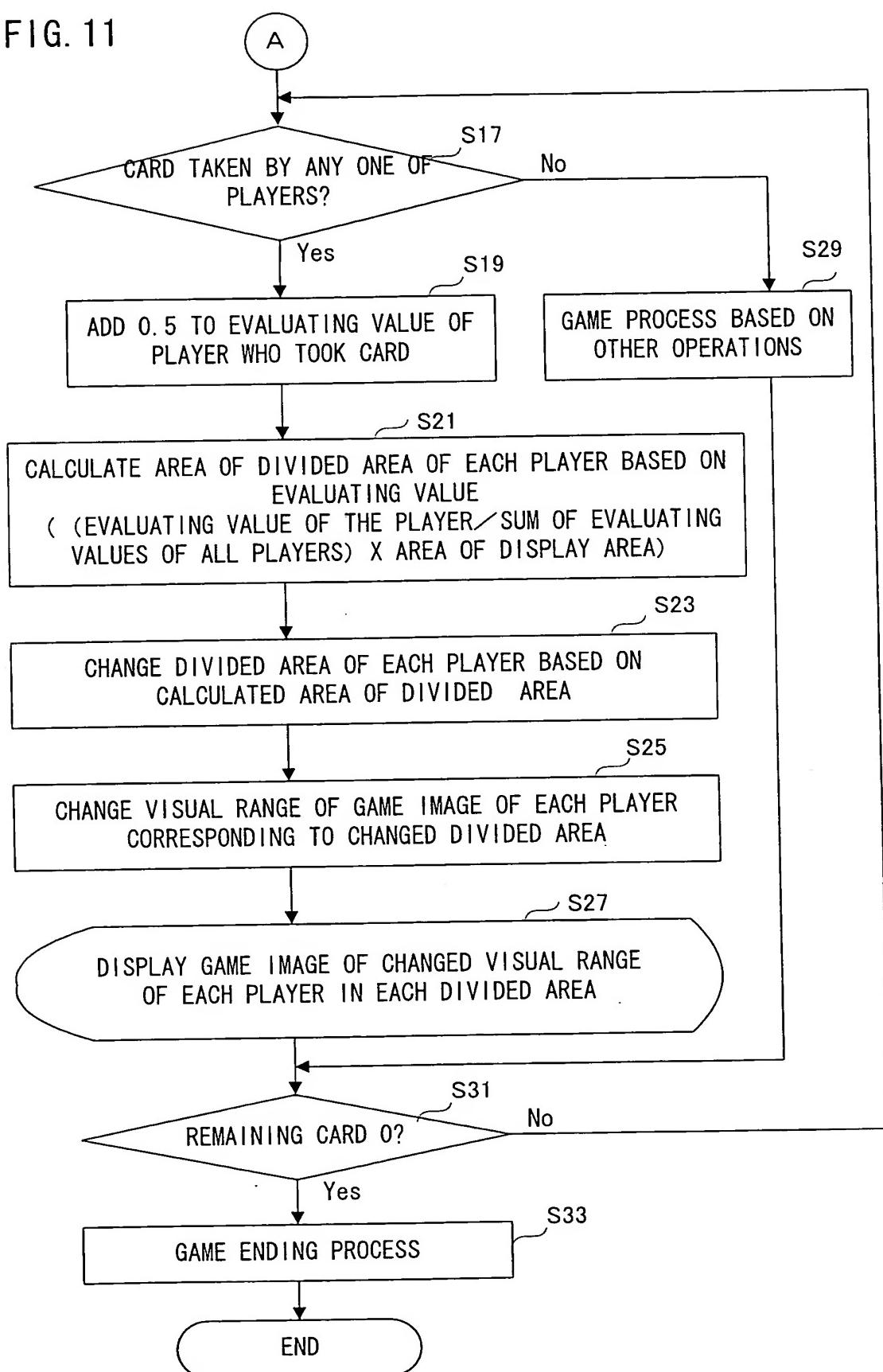


FIG. 12

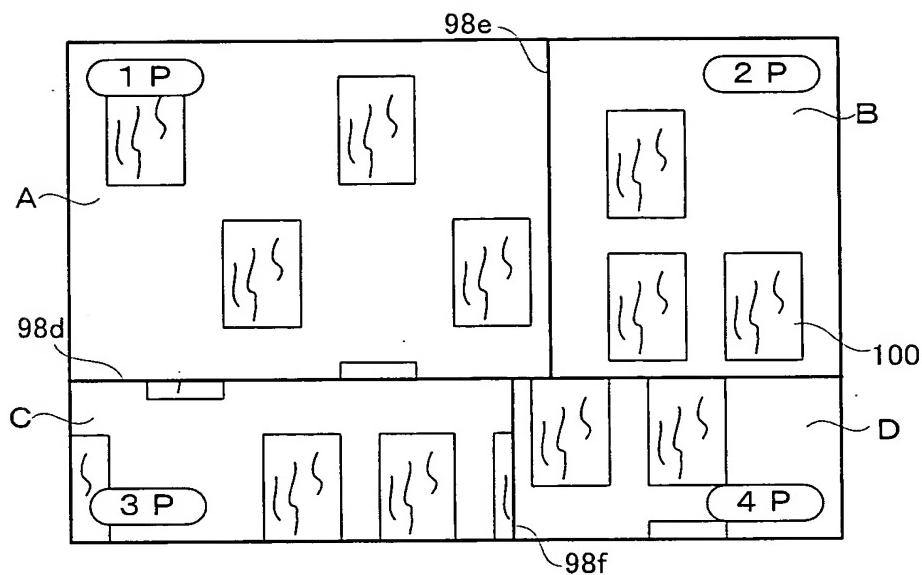
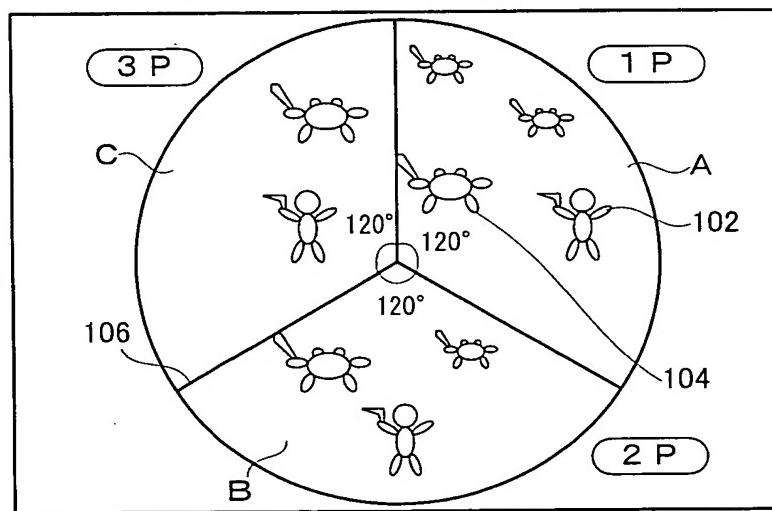


FIG. 13

AT A TIME OF STARTING GAME (IN CASE OF 3-PERSON PLAY)



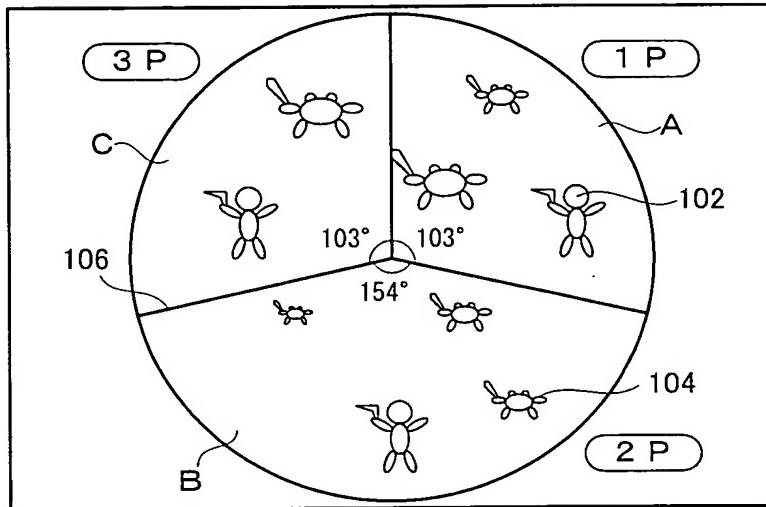
- EVALUATING VALUE OF PLAYERS (1, 2, 3) = 1
- CENTER ANGLE OF DIVIDED AREAS OF PLAYERS (1, 2, 3)

$$= (1/3) \times 360^\circ$$

$$= 120^\circ$$

FIG. 14

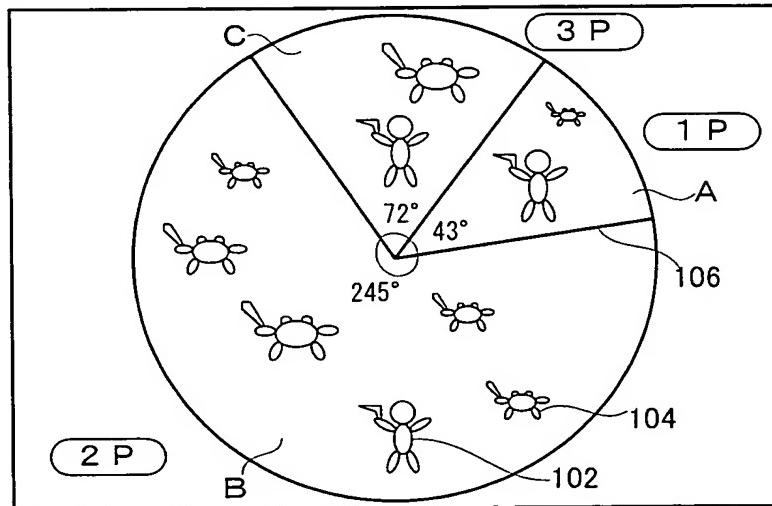
IN CASE THAT PLAYER 2 DEFEATS ENEMY



- EVALUATING VALUES OF PLAYERS (1, 3) = 1
- EVALUATING VALUE OF PLAYER 2 = 1.5
- CENTER ANGLE OF DIVIDED AREAS OF PLAYERS (1, 3)
 $= (1/3.5) \times 360^\circ$
 = APPROXIMATELY 103°
- CENTER ANGLE OF DIVIDED AREA OF P LAYER 2
 $= (1.5/3.5) \times 360^\circ$
 = APPROXIMATELY 154°

FIG. 15

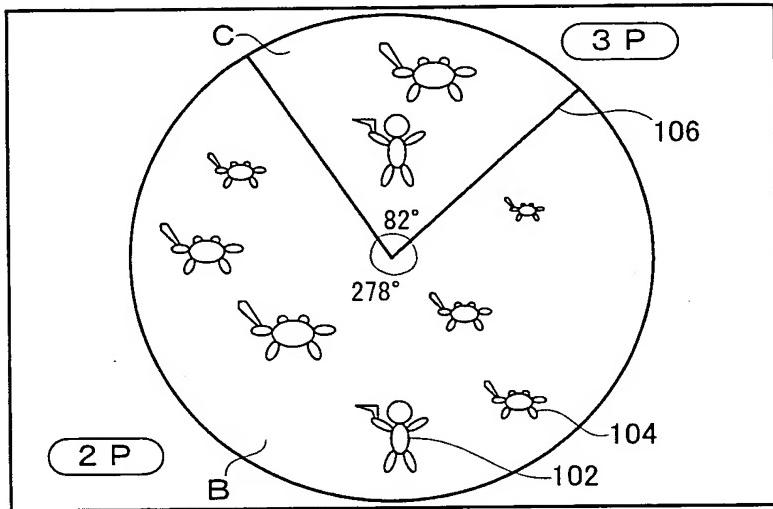
STATE IN WHICH PLAYER 2 FACILITATES GAME ADVANTAGEOUSLY



- EVALUATING VALUE OF PLAYER 1 = 3
- EVALUATING VALUE OF PLAYER 2 = 17
- EVALUATING VALUE OF PLAYER 3 = 5
- CENTER ANGLE OF PLAYER 1
 $= (3/25) \times 360^\circ$
 = APPROXIMATELY 43°
- CENTER ANGLE OF PLAYER 2
 $= (17/25) \times 360^\circ$
 = APPROXIMATELY 245°
- CENTER ANGLE OF PLAYER 3
 $= (5/25) \times 360^\circ$
 = 72°

FIG. 16

IN CASE PLAYER 1 IS GAME-OVER



- EVALUATING VALUE OF
PLAYER 2 = 17
- EVALUATING VALUE OF
PLAYER 3 = 5
- CENTER ANGLE OF
PLAYER 2
 $= (17/22) \times 360^\circ$
= APPROXIMATELY 278°
- CENTER ANGLE OF
PLAYER 3
 $= (5/22) \times 360^\circ$
= APPROXIMATELY 82°

FIG. 17

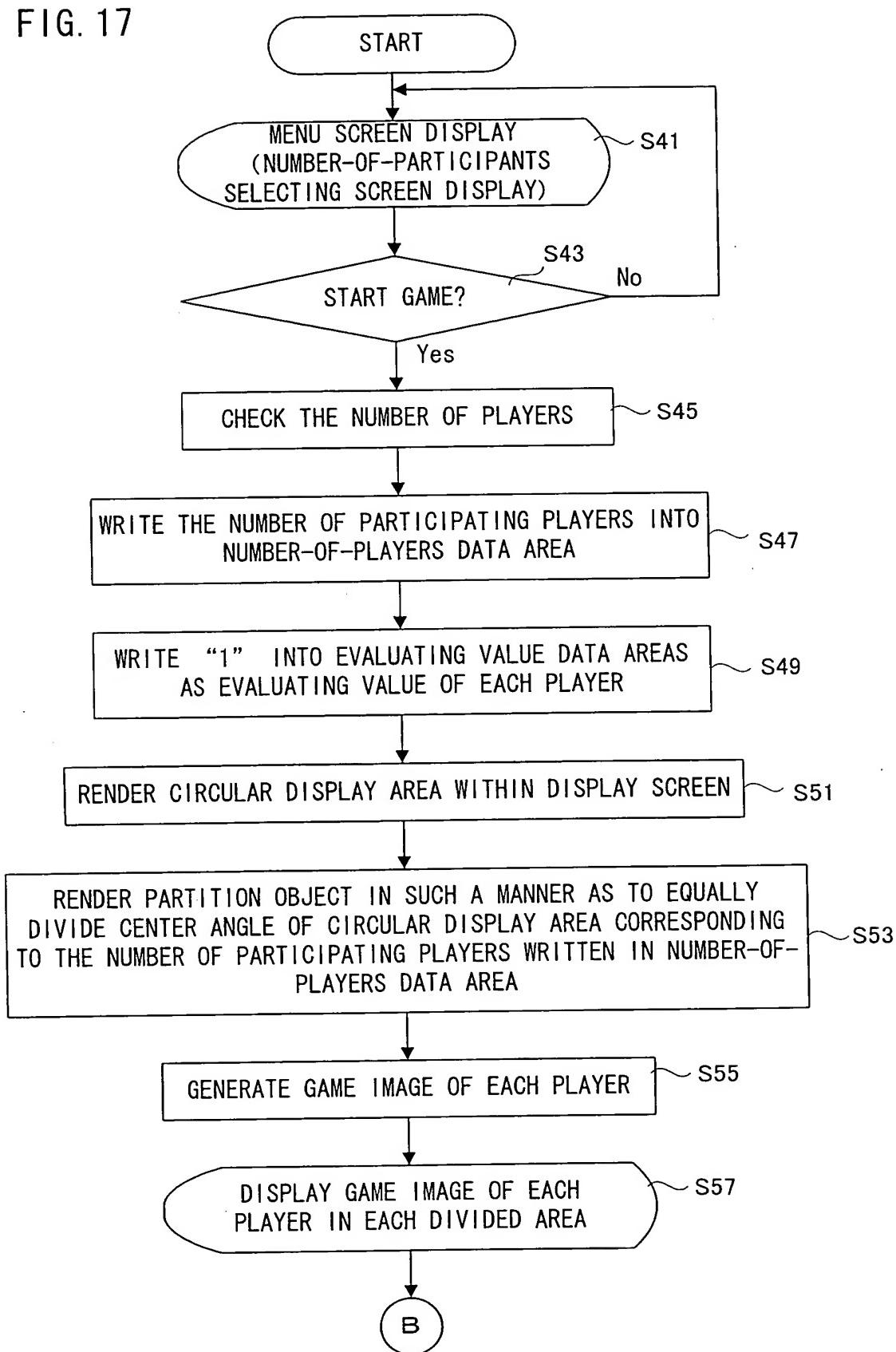


FIG. 18

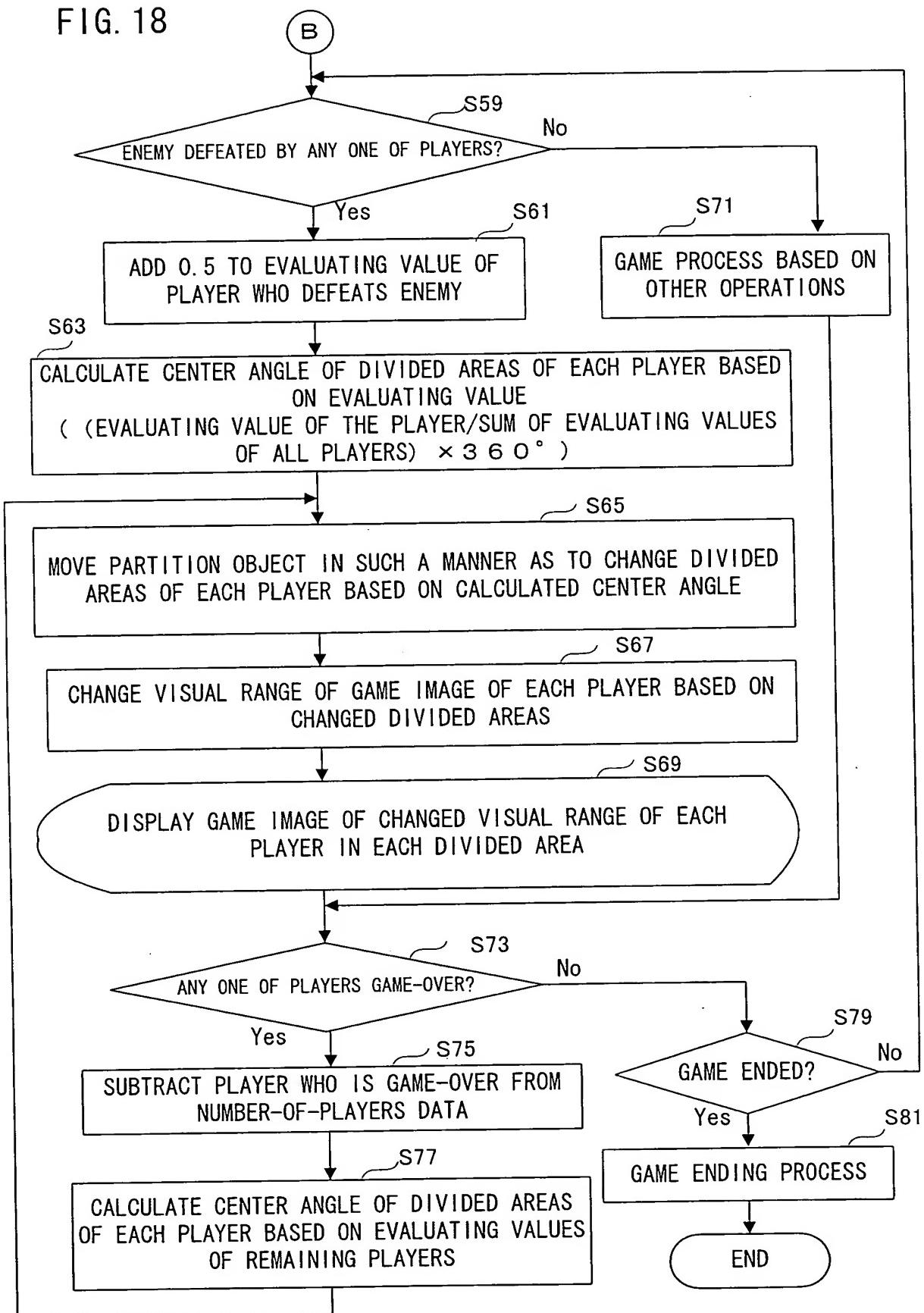


FIG. 19

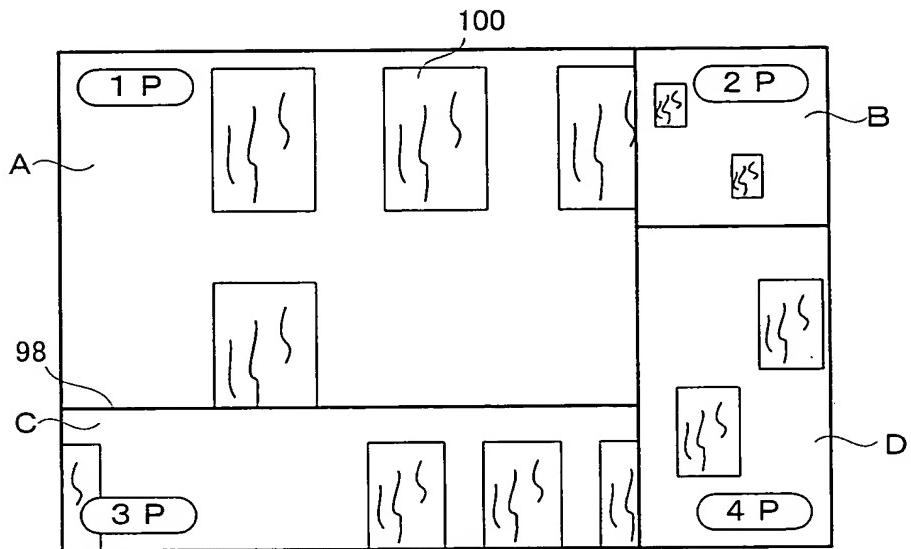


FIG. 20

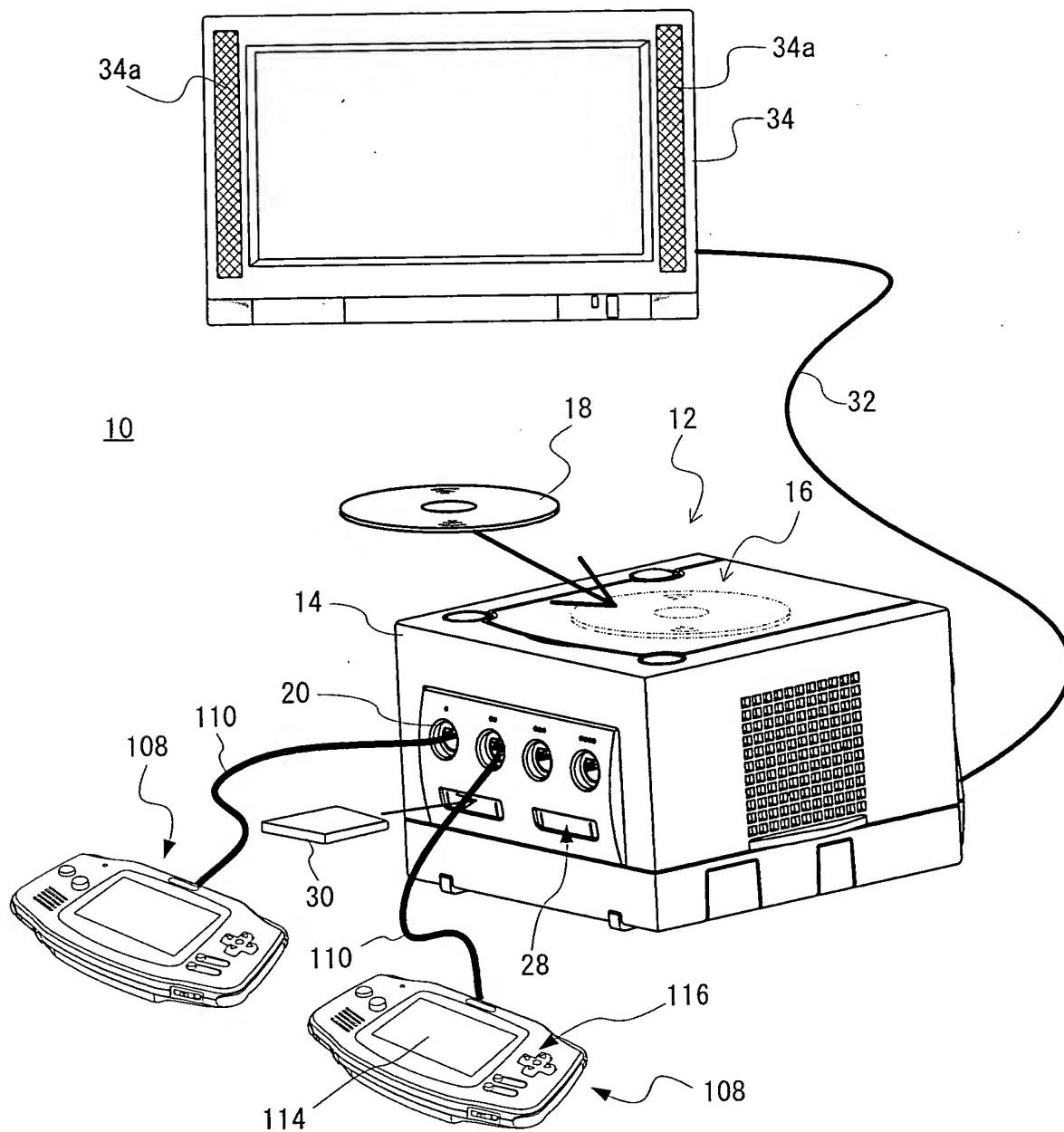


FIG. 21

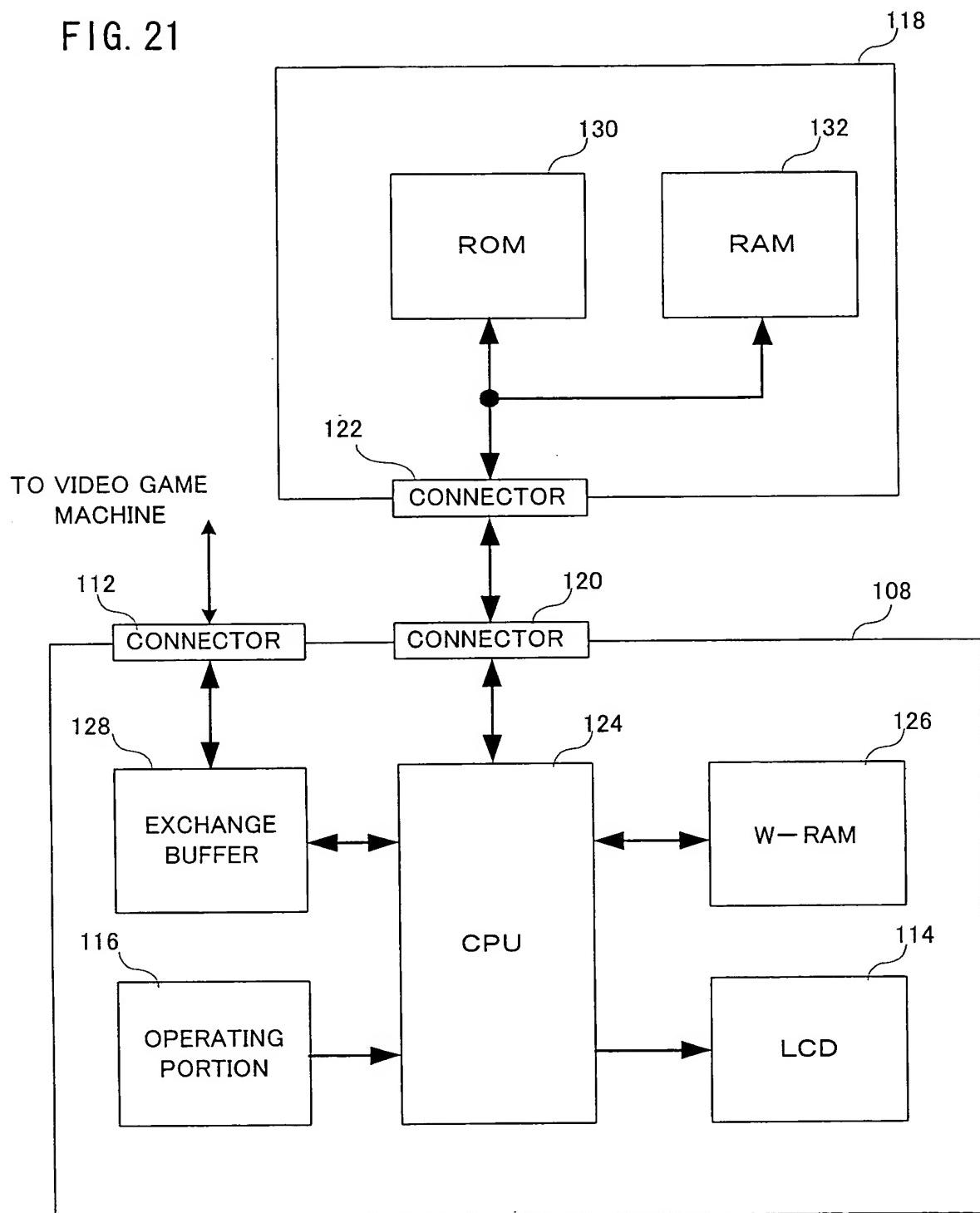


FIG. 22

ROM OF HAND-HELD GAME
MACHINE 130

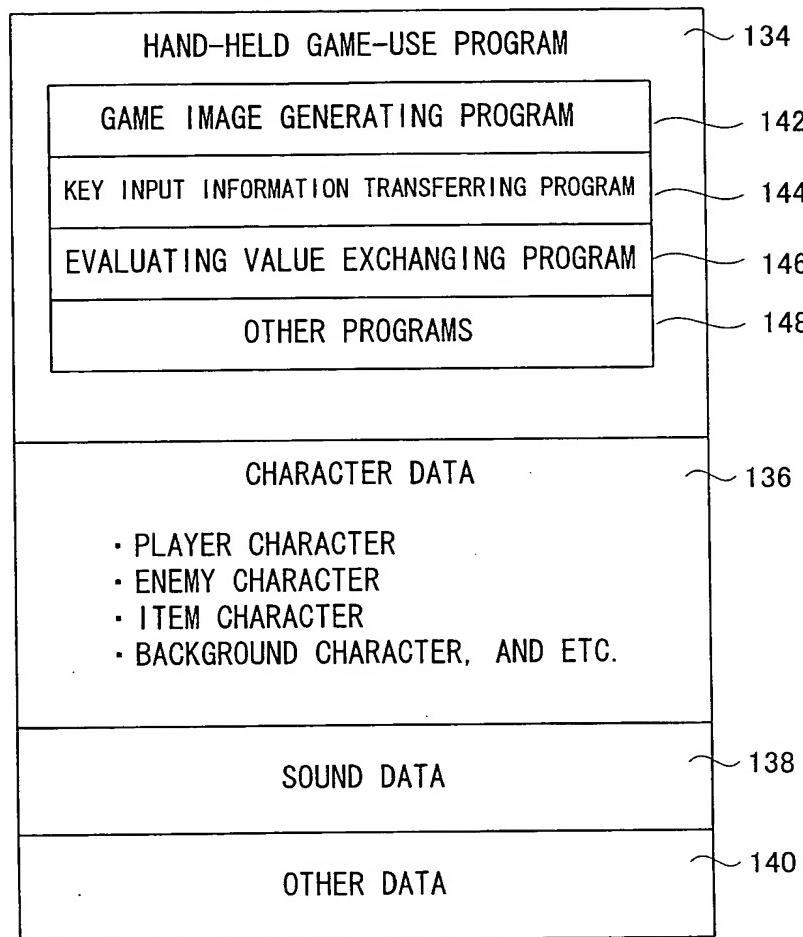
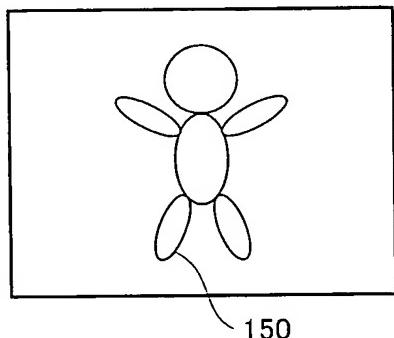


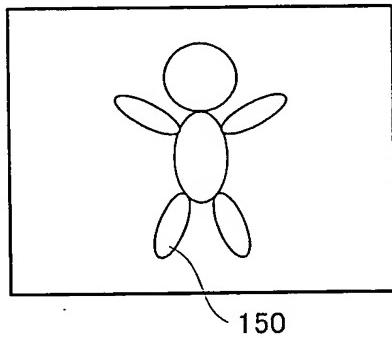
FIG. 23

(A) AT A TIME OF STARTING GAME

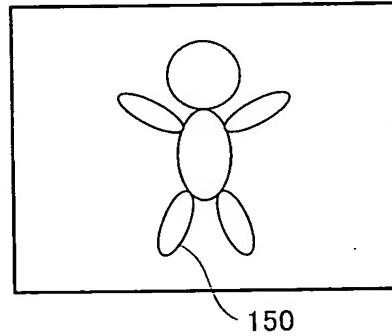
(a) HAND-HELD GAME MACHINE 1



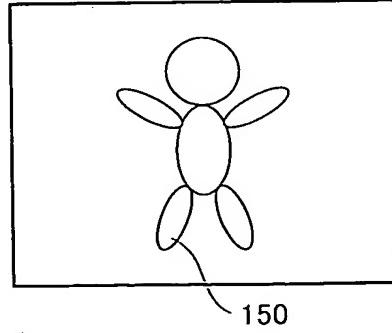
(b) HAND-HELD GAME MACHINE 2



(c) HAND-HELD GAME MACHINE 3

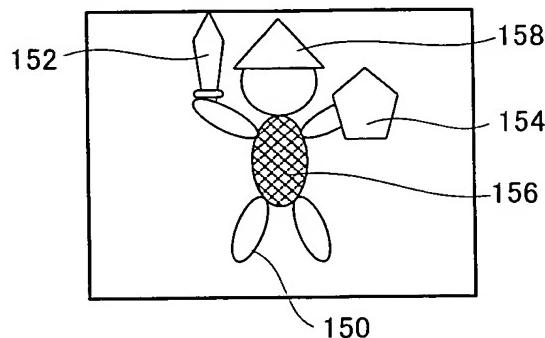


(d) HAND-HELD GAME MACHINE 4

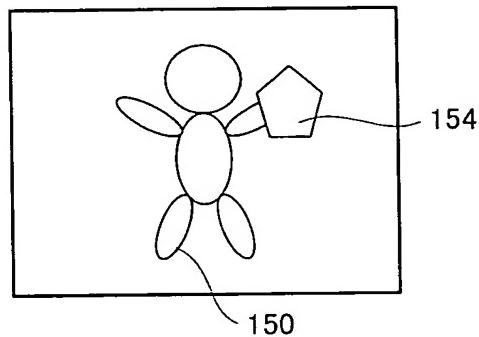


(B) STATE IN WHICH PLAYER 1
FACILITATES GAME ADVANTAGEOUSLY

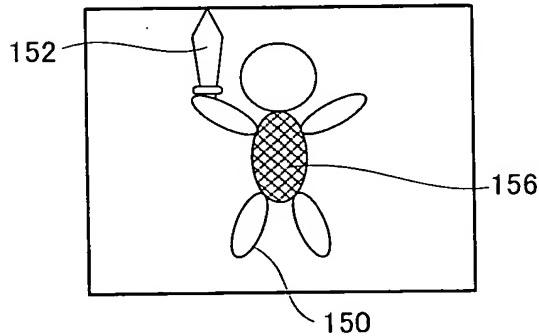
(a) HAND-HELD GAME MACHINE 1



(b) HAND-HELD GAME MACHINE 2



(c) HAND-HELD GAME MACHINE 3



(d) HAND-HELD GAME MACHINE 4

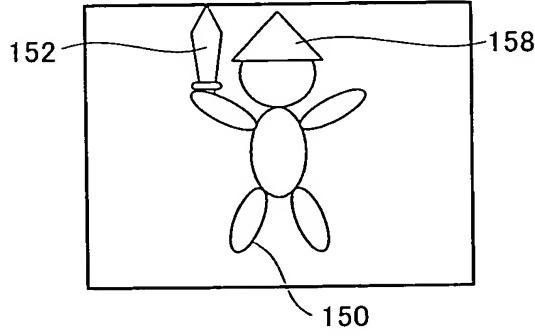


FIG. 24
EXCHANGING PROCESS ON VIDEO GAME MACHINE SIDE

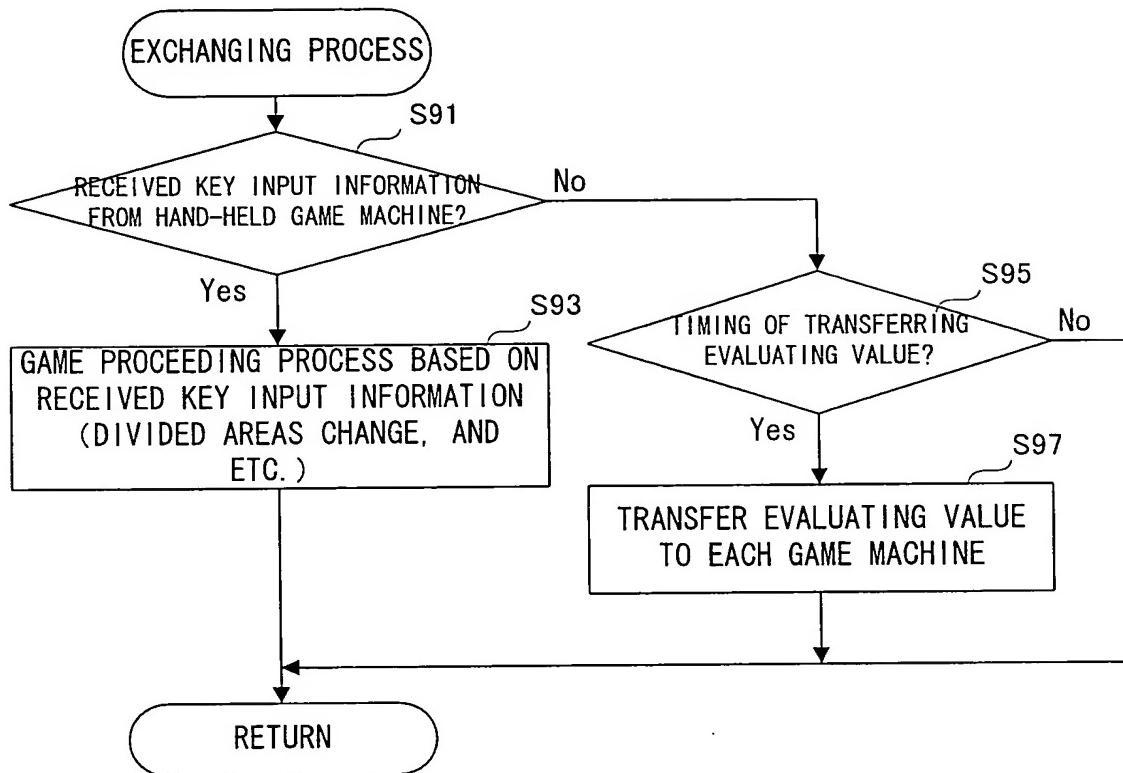


FIG. 25

PROCESS ON HAND-HELD GAME MACHINE SIDE

